

OUR PRODUCTS

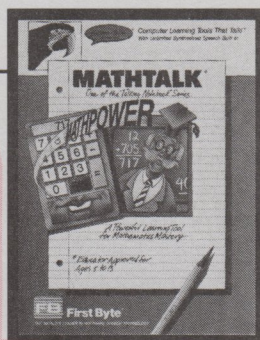
SPEAK FOR THEMSELVES

ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOPQRSTUVWXYZ

MATHTALK

One of the Talking Notebook Series
Ages 5-13

Suggested retail prices:
Macintosh and Apple II GS
versions: \$49.95
IBM/Tandy and Amiga
versions: \$39.95
Atari ST version: \$29.95



MathTalk Fractions

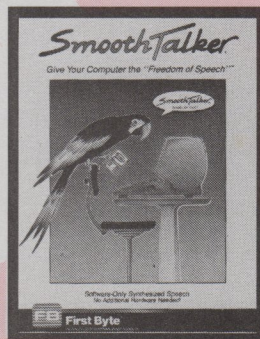
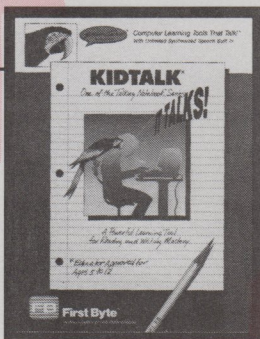
One of the Talking Notebook Series
Ages 8-15

Suggested retail prices:
Macintosh and Apple II GS
versions: \$49.95
IBM/Tandy and Amiga
versions: \$39.95
Atari ST version: \$29.95

KIDTALK

One of the Talking Notebook Series
Ages 5-15

Suggested retail prices:
Macintosh and Apple II GS
versions: \$49.95
IBM/Tandy and Amiga
versions: \$39.95
Atari ST version: \$29.95



SmoothTalker

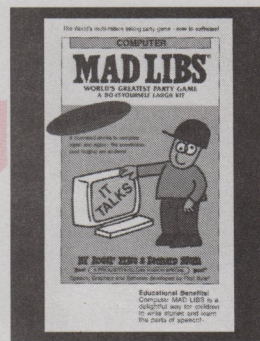
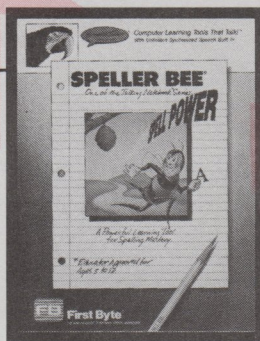
Ages 13-Adult

Suggested retail prices:
Macintosh and Apple II GS
versions: \$49.95
IBM/Tandy and Amiga
versions: \$39.95
Atari ST version: \$29.95

SPELLER BEE

One of the Talking Notebook Series
Ages 5-12

Suggested retail prices:
Macintosh and Apple II GS
versions: \$49.95
IBM/Tandy and Amiga
versions: \$39.95
Atari ST version: \$29.95



Computer Mad Libs

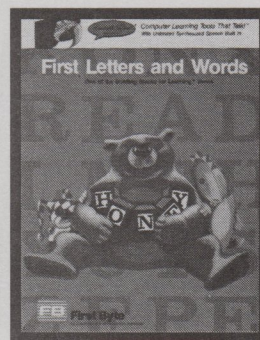
For Kids of all Ages

Suggested retail price
for Macintosh, Apple II GS
Amiga, IBM/Tandy and
Atari ST versions:
\$19.95

First Shapes

One of the Building Blocks for Learning Series
Ages 3-8

Suggested retail prices:
Macintosh and Apple II GS
versions: \$49.95
IBM/Tandy and Amiga
versions: \$39.95
Atari ST version: \$29.95



First Letters and Words

One of the Building Blocks for Learning Series
Ages 3-8

Suggested retail prices:
Macintosh and Apple II GS
versions: \$49.95
IBM/Tandy and Amiga
versions: \$39.95
Atari ST version: \$29.95



First Byte

3333 East Spring Street, Long Beach, CA 90806
(213) 595-7006

[234567890](#)

Meet Professor Matt A. Matics your private talking tutor. He's on 24 hour call to help you with math problems. Make pages of your own addition, subtraction, multiplication or division problems, and the Professor will help you solve each one correctly. The Professor comes equipped with a Talking Calculator that helps you solve problems and learn calculator skills. Included are Mystery Number and Table Talk, two exciting games guaranteed to make you a whiz with basic math facts.

*For Children
Ages 5-13*

Meet Professor Matt A. Matics your private talking tutor. He's on 24 hour call to help you with math problems. Make pages of your own addition, subtraction, multiplication or division problems, and the Professor will help you solve each one correctly. The Professor comes equipped with a Talking Calculator that helps you solve problems and learn calculator skills. Included are Mystery Number and Table Talk, two exciting games guaranteed to make you a whiz with basic math facts.

*For Children
Ages 8-15*

The Professor is back! This time Matt A. Matics is ready to help you master fractions, decimals and percents. Enter your own problems and check your homework in the Problem Factory. The exciting games challenge you to solve all types of problems, especially those that show the inter-relationship between fractions, decimals and percents. Meet the Team Challenge, out-wager the Professor in Fraction Shuffle, and get the highest score in the Fun House.

*For Children
Ages 5-15*

Now you can type letters, numbers, words or sentences into the computer and hear them spoken back to you. Meet KIDTALK, the revolutionary talking notebook. Let your imagination run wild as you write stories, poems plays and scripts. Hear each document spoken back to you for proofreading purposes, critical review, or just for the fun of it! You control the speech settings which include gender, speed, tone, pitch and volume. Develop Secret Codes and a Pronunciation Dictionary, to add to the fun. Kidtalk is a perfect tool for the young writer.

*For Children
Ages 13-Adult*

Presenting SmoothTalker, the first software product to give your computer "Freedom of Speech". No additional hardware or attachments are needed. This flexible software converts plain English text or numbers from the keyboard into spoken speech. Use it as a talking word processor, a proofreader or just for fun. The uses of SmoothTalker are limited only by your imagination. Both children and adults will enjoy story telling, creating messages and non-commercial programs that talk.

*For Children
Ages 5-12*

Get a perfect score on your school spelling test! This powerful, talking spelling tool utilizes First Byte's SmoothTalker speech technology. There are spelling lists stored on the disk by grade level. However, you can enter your own words and Speller Bee will assist you until you have spelled each one correctly. Your skill is then tested by a practice Spelling Bee. You can also use your spelling lists to play three exciting games that hide, scramble and change your words until you spell them correctly.

*For Children
of all Ages*

New twists and surprises await you as computer technology is applied to the "World's Greatest Party Game." The eight Mad Lib stories on the computer disk utilize a revolutionary, built-in speech technology that allows you to hear your stories spoken with hilarious results. Each story is illustrated with delightful cartoon graphics that add to the fun. You can save and edit your creations to hear them as many times as you like. It's an entertainment and learning opportunity that guarantees hours of fun.

*For Children
Ages 3-8*

Meet the First Byte Bear. He's the talking computer friend who introduces young children to the world of geometric shapes. Each child has their own Toy Box in which they may store the toys that they have constructed from geometric shapes. They may also print or delete their creations. Children identify shapes at the Toy Fair and match shapes and toys in Make a Match. They may play by themselves, with F. B. Bear or with a friend. Spoken rewards, learning modules and speech controls may be customized by an adult helper.

*For Children
Ages 3-8*

The First Byte Bear is back. With his help, children begin to recognize upper and lower case letters of the alphabet and begin to read whole words. Activities include Dinosaur Surprise, Card Circus and the Magic Letter Machine. F. B.'s amazing speech capabilities help children independently solve problems by seeing, hearing and reading words and simple sentences. Spoken rewards, learning modules and speech controls may be customized by an adult helper.